

**AMENDMENTS TO THE CLAIMS**

1. (Currently Amended) A gaming apparatus for conducting a wagering game on a gaming machine having a housing, the gaming apparatus comprising an electro-mechanical award display, the award display including a plurality of physical elements each located at a different location on the housing and movable between an extended position and a retracted position to indicate a game outcome, wherein the location and position of each of the plurality of physical elements indicates an associated game outcome.
2. (Currently Amended) The apparatus of claim 1, further including a housing, wherein the physical elements being are movable relative to a panel of the housing.
3. (Original) The apparatus of claim 2, wherein the physical elements protrude from the panel when in the extended position and are approximately flush with the panel when in the retracted position.
4. (Original) The apparatus of claim 2, wherein the physical elements are approximately flush with the panel when in the extended position and are recessed relative to the panel when in the retracted position.
5. (Original) The apparatus of claim 1, wherein the physical elements are arranged in a line.
6. (Original) The apparatus of claim 1, wherein the physical elements are movable in sequence.
7. (Original) The apparatus of claim 1, further including a processor operative to move each of the physical elements between the extended position and the retracted position, stop each of the physical elements in either the extended position or the retracted position, and provide the outcome based on which of physical elements stop in the extended position and which of the physical elements stop in the retracted position.

8. (Original) The apparatus of claim 7, wherein the physical elements are associated with respective outcomes.

9. (Currently Amended) A gaming apparatus for conducting a wagering game, comprising:

an electro-mechanical award display including a plurality of physical elements; and

a processor operative to

record a wager to play the wagering game, and

in response to a predetermined criterion, move the physical elements between an extended position and a retracted position to indicate a game outcome,  
wherein each of the plurality of physical elements indicates an associated game outcome; and

during a single wagering game, stop each of the moving physical elements in either the extended position or the retracted position, and provide the outcome based on which of the physical elements stop in the extended position and which of the physical elements stop in the retracted position.

10. (Original) The apparatus of claim 9, further including a housing, the processor being operative to move the physical elements relative to a panel of the housing.

11. (Original) The apparatus of claim 10, wherein the physical elements protrude from the panel when in the extended position and are approximately flush with the panel when in the retracted position.

12. (Original) The apparatus of claim 10, wherein the physical elements are approximately flush with the panel when in the extended position and are recessed relative to the panel when in the retracted position.

13. (Original) The apparatus of claim 9, wherein the physical elements are arranged in a line.

14. (Original) The apparatus of claim 9, wherein the processor is operative to move the physical elements in sequence.

15. (Canceled)

16. (Currently Amended) The apparatus of claim 15 9, wherein the physical elements are associated with respective outcomes.

17. (Original) The apparatus of claim 9, wherein the predetermined criterion is a start-bonus outcome in a basic portion of the wagering game.

18. (Currently Amended) A method of conducting a wagering game on a gaming machine, the gaming machine including an electro-mechanical award display including a plurality of physical elements, the method comprising:

receiving receive a wager to play the wagering game including a basic game and a bonus game; and

in response to a predetermined criterion bonus game triggering outcome of the basic game, moving the physical elements between an extended position and a retracted position to indicate a bonus game outcome, wherein each of the plurality of physical elements indicates an associated bonus game outcome.

19. (Original) The method of claim 18, further including a housing, the physical elements moving relative to a panel of the housing.

20. (Original) The method of claim 19, wherein the physical elements protrude from the panel when in the extended position and are approximately flush with the panel when in the retracted position.

21. (Original) The method of claim 19, wherein the physical elements are approximately flush with the panel when in the extended position and are recessed relative to the panel when in the retracted position.

22. (Original) The method of claim 18, wherein the physical elements are arranged in a line.

23. (Original) The method of claim 18, wherein the physical elements move in sequence.

24. (Currently Amended) The method of claim 18, further including stopping each of the moving physical elements in either the extended position or the retracted position, and providing the bonus game outcome based on which of physical elements stop in the extended position and which of the physical elements stop in the retracted position.

25. (Currently Amended) The method of claim 24, wherein the physical elements are associated with respective bonus game outcomes.